

IV. AMENDMENTS TO THE CLAIMS

1. - 4. (Canceled)

5. (Currently Amended) A gaming machine comprising:

- a display device;
- a display control device for controlling the display device to display an image relating to a game;
- an image control device having the display control device;
- a power source feeding device;
- a power source relay device for relaying power fed from the power source feeding device so as to independently supply the power to the image control device and the display device; and
- an image state keeping device for monitoring a signal of an image fed from the display control device, for detecting whether the signal is in a normal state thereby rendering the image as a normal image or an abnormal state thereby rendering the image as an abnormal image being different from the normal image and for controlling the display device such that when the image state keeping device detects that the signal is in the abnormal state, the display device is controlled to display the image as the normal image ~~so as to control the display device to be in a predetermined state when the image state keeping device detects that the signal of the image is abnormal.~~

6. (Canceled)

7. (Previously Presented) The gaming machine according to claim 5, further comprising:

- a rotatable reel having a plurality of symbols drawn on an outer periphery thereof,
- wherein the display device is disposed in the front of the reel.

8. (Canceled)
9. (Previously Presented) The gaming machine according to claim 5, wherein the image control device is built in an upper portion of the gaming machine.
10. (Currently Amended) A display device for a gaming machine comprising:
a display device;
a display control device for controlling the display device to display an image relating to a game;
an image control device having the display control device;
a power source feeding device;
a power source relay device for relaying power fed from the power source feeding device to independently supply the power to the display device and the image control device; and
an image state keeping device for monitoring a signal of an image fed from the display control device, for detecting whether the signal is in a normal state thereby rendering the image as a normal image or an abnormal state thereby rendering the image as an abnormal image being different from the normal image and for controlling the display device such that when the image state keeping device detects that the signal is in the abnormal state, the display device is controlled to display the image as the normal image ~~so as to control the display device to be in a predetermined state when the image state keeping device detects that the signal of the image is abnormal.~~
11. (Currently Amended) A gaming machine comprising:
a display device;
a display control device for controlling the display device to display an image relating to a game;

an image control device having the display control device;

an image state keeping device for monitoring a signal of an image fed from the display control device, for detecting whether the signal is in a normal state thereby rendering the image as a normal image or an abnormal state thereby rendering the image as an abnormal image being different from the normal image and for controlling the display device such that when the image state keeping device detects that the signal is in the abnormal state, the display device is controlled to display the image as the normal image ~~so as to control the display device to be in a predetermined state when the image state keeping device detects that the signal of the image is abnormal;~~ and

a power source feeding device for feeding power to the image state keeping device and the image control device.

12. (Previously Presented) The gaming machine according to claim 11, wherein the image state keeping device further includes an image enlarging conversion device for converting the received signal of the image signal into a signal of the enlarged image.

13. (Previously Presented) The gaming machine according to claim 11, wherein the image state keeping device is built in an upper portion of the gaming machine.

14. (Previously Presented) The gaming machine according to claim 11, further comprising a rotatable reel having a plurality of symbols drawn on an outer periphery thereof,

wherein the display device is disposed in front of the reel.

15. (Previously Presented) The gaming machine according to claim 11, further comprising

a power source relay device for relaying power fed from the power source feeding device to independently supply the power to the image state keeping device and the image control device.

16. (Currently Amended) A display device for a gaming machine comprising:

a display device;

a display control device for controlling the display device to display an image relating to a game;

an image control device having the display control device;

an image state keeping device for monitoring a signal of an image fed from the display control device, for detecting whether the signal is in a normal state thereby rendering the image as a normal image or an abnormal state thereby rendering the image as an abnormal image being different from the normal image and for controlling the display device such that when the image state keeping device detects that the signal is in the abnormal state, the display device is controlled to display the image as the normal image ~~so as to control the display device to be in a predetermined state when the image keeping device determines that the signal of the image is abnormal;~~ and

a power source feeding device for feeding power to the image state keeping device and the image control device independently from each other.

17. (Currently Amended) A gaming machine comprising:

a display device;

a display control device for controlling the display device to display an image relating to a game;

an image control device having the display control device; and

an image state keeping device for monitoring a signal of an image from the display control device, for detecting whether the signal is in a normal state thereby rendering the image as a normal image or an abnormal state thereby rendering the image as an abnormal image being different from the normal image and for

controlling the display device such that when the image state keeping device detects that the signal is in the abnormal state, the display device is controlled to display the image as the normal image so as to control the display device to be in a predetermined state when the image state keeping device detects that the signal of the image is abnormal.

18. (Previously Presented) The gaming machine according to claim 17, wherein the image state keeping device further includes an image enlarging conversion device for converting the signal of the image received from the display control device into a signal of the enlarged image.
19. (Previously Presented) The gaming machine according to claim 17, further comprising: a rotatable reel having a plurality of symbols drawn on an outer periphery thereof, wherein the display device has a transparent image display device for displaying the image of relatively high transparency and is disposed in front of the reel.
20. (Previously Presented) The gaming machine according to claim 17, wherein the image state keeping device is built in an upper portion of the gaming machine.
21. (Currently Amended) A display device for a gaming machine comprising:
a display device;
a display control device for controlling the display device to display an image relating to a game;
an image control device having the display control device; and
an image state keeping device for monitoring a signal of an image fed from the display control device, for detecting whether the signal is in a normal state thereby rendering the image as a normal image or an abnormal state thereby rendering the

image as an abnormal image being different from the normal image and for controlling the display device such that when the image state keeping device detects that the signal is in the abnormal state, the display device is controlled to display the image as the normal image so as to control the display device to be in a predetermined state when the image state keeping device detects that the signal of the image is abnormal.

22. (Currently Amended) A gaming machine comprising:

a rotatable reel having a plurality of symbols drawn on an outer periphery thereof;

a display device disposed in front of the reel;

a display control device for controlling the display device to display an image relating to a game;

an image control device having the display control device;

an image signal control device for receiving a signal of an image from the display control device to display the image on the display device, for detecting whether the signal is in a normal state thereby rendering the image as a normal image or an abnormal state thereby rendering the image as an abnormal image being different from the normal image and for controlling the display device such that when the image signal control device detects that the signal is in the abnormal state, the display device is controlled to display the image as the normal image and for detecting abnormality of the signal of the image; and

a transparent image display device for displaying an image of relatively high transparency on the display device when the image signal control device detects abnormality of the signal of the image,

wherein the relative high transparency of the image is sufficient to enable a player to see through the image and view at least one of the plurality of symbols on a front-most portion of the reel.

23. (Previously Presented) The gaming machine according to claim 22,

wherein the image signal control device further includes an image enlarging conversion device for converting the received signal of the image into a signal of the enlarged image.

24. (Previously Presented) The gaming machine according to claim 22, wherein the display control device has a function to display a colored image on the display device so that a player sees the colored image in lieu of the plurality of symbols drawn on the periphery of the reel.

25. (Previously Presented) The gaming machine according to claim 22, wherein the image signal control device is built in an upper portion of the gaming machine.

26. (Currently Amended) A display device for a gaming machine comprising:
a rotatable reel having a plurality of symbols drawn on an outer periphery thereof;

a display device disposed in front of the reel;

a display control device for controlling the display device to display an image relating to a game;

an image displaying device having the display control device;

an image signal control device for receiving a signal of an image from the display control device, for detecting whether the signal is in a normal state thereby rendering the image as a normal image or an abnormal state thereby rendering the image as an abnormal image being different from the normal image and for controlling the display device such that when the image signal control device detects that the signal is in the abnormal state, the display device is controlled to display the image as the normal image~~and for detecting abnormality of the signal of the image;~~
and

a transparent image display device for displaying an image of a relatively high transparency on the display device when the image signal control device detects abnormality of the signal of the image,

wherein the relative high transparency of the image is sufficient to enable a player to see through the image and view at least one of the plurality of symbols on a front-most portion of the reel.

27. - 37. (Cancelled)